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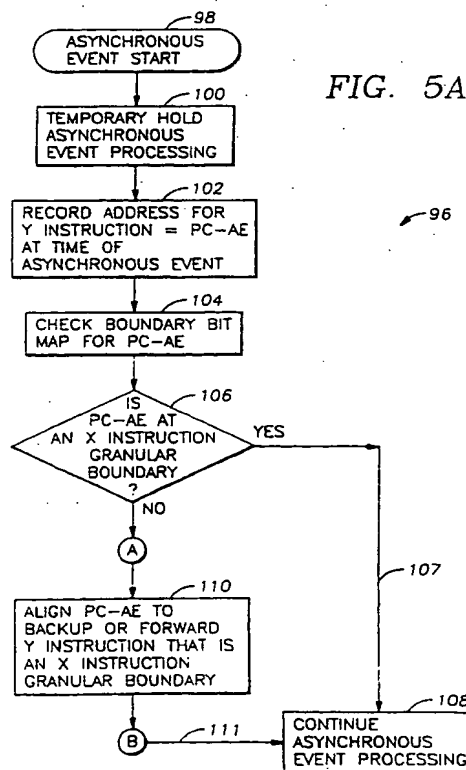
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(54) **Method for translating a first program code to a second program code and a system for executing a second program code**

(57) A method of translating a first program code to a second program code preserves the granularity of the first code in the event of a processing interrupt by translating each first code instruction into a pair of groups of the second code. A second comparator executes the second code but interrupts this to perform an asynchronous event processing by aborting for a retry the second code instruction sequence, or delaying the asynchronous event processing and executing the second code according to the status of the execution of the second code at the interrupt.



Description

The present application is a continuation-in-part of Scott G. Robinson and Richard L. Sites, "IMPROVED SYSTEM AND METHOD FOR PRESERVING INSTRUCTION GRANULARITY FOR TRANSLATED PROGRAM CODE", U.S. Serial No. 07/666,025, filed March 7, 1991.

CROSS-REFERENCE TO RELATED APPLICATIONS - Reference is made to the following patent application SERIAL NUMBER 07/666,071, filed March 7, 1991, entitled IMPROVED SYSTEM AND METHOD FOR PRESERVING INSTRUCTION STATE-ATOMICITY FOR TRANSLATED PROGRAM CODE by Scott G. Robinson, Richard Sites and Richard Witek.

Reference is also made to the following patent applications assigned to the present assignee and related to code translation:

SERIAL NUMBER 07/666,070, filed March 7, 1991, entitled BRANCH RESOLUTION VIA BACKWARD SYMBOLIC EXECUTION by Richard L. Sites.

SERIAL NUMBER 07/666,216, filed March 7, 1991, entitled LOCATING PROGRAM CODE BY SUCCESSIVE CODE EXECUTION AND INTERPRETATION by Richard L. Sites.

SERIAL NUMBER 07/666,210, filed March 7, 1991, entitled USE OF STACK DEPTH TO IDENTIFY MACHINE CODE MISTAKES by Richard L. Sites.

SERIAL NUMBER 07/662,223, filed March 7, 1991, entitled CROSS-IMAGE REFERENCING OF PROGRAM CODE by Richard L. Sites.

SERIAL NUMBER 07/666,083, filed March 7, 1991, entitled USE OF STACK DEPTH TO IDENTIFY ARCHITECTURE AND CALLING STANDARD DEPENDENCIES IN MACHINE CODE by Thomas R. Benson.

SERIAL NUMBER 07/666,084, filed March 7, 1991, entitled REGISTER USAGE TRACKING TO SUPPORT COMPILED 32-BIT CODE IN 64-BIT ENVIRONMENT by Thomas R. Benson.

SERIAL NUMBER 07/666,085, filed March 7, 1991, entitled MAPPING ASSEMBLY LANGUAGE ARGUMENT LIST REFERENCES IN TRANSLATING CODE FOR DIFFERENT MACHINE ARCHITECTURES by Thomas R. Benson.

SERIAL NUMBER 07/666,082, filed March 7, 1991, entitled TRACKING CONDITION CODES IN TRANSLATING CODE FOR DIFFERENT MACHINE ARCHITECTURES by Thomas R. Benson.

SERIAL NUMBER 07/666,023, filed March 7, 1991, entitled LINKING OF PROGRAM UNITS AT PROGRAM ACTIVATION by Daniel L. Murphy.

SERIAL NUMBER 07/666,196, filed March 7, 1991, entitled AUTOMATIC FLOWGRAPH GENERATION FOR PROGRAM ANALYSIS AND TRANSLATION by Richard L. Sites.

Reference is also made to the following patent applications assigned to the present assignee.

SERIAL NUMBER 07/666,039, filed March 7, 1991, entitled IMPROVED SYSTEM AND METHOD FOR EXECUTING MULTIPLE CODES IN A MULTI-ARCHITECTURE ENVIRONMENT WITH CODE DEBUGGING CAPABILITY by Mark A. Herdeg, James A. Wooldridge, Scott G. Robinson, Ronald F. Brender and Michael V. Iles.

SERIAL NUMBER 07/666,028, filed March 7, 1991, entitled SYSTEM AND METHOD FOR AUTOMATICALLY INTERFACING CALL CONVENTIONS BETWEEN TWO DISSIMILAR PROGRAM UNITS by Daniel L. Murphy.

SERIAL NUMBER 07/665,888, filed March 7, 1991, entitled IMPROVED SOFTWARE DEBUGGING SYSTEM AND METHOD ESPECIALLY ADAPTED FOR CODE DEBUGGING WITHIN A MULTI-ARCHITECTURE ENVIRONMENT by James A. Wooldridge, Ronald F. Brender and Henry N. Grieb, III.

SERIAL NUMBER 07/666,022, filed March 7, 1991, entitled IMPROVED SIMULATOR SYSTEM AND METHOD ESPECIALLY ADAPTED FOR CODE EXECUTION IN A MULTI-CODE EXECUTION AND DEBUGGING SYSTEM WITHIN A MULTI-ARCHITECTURE ENVIRONMENT by Mark A. Herdeg and Michael V. Iles.

SERIAL NUMBER 07/666,072, filed March 7, 1991, entitled IMPROVED SYSTEM AND METHOD FOR DETECTING CROSS-DOMAIN INSTRUCTION CALLS AND DATA REFERENCES ESPECIALLY ADAPTED FOR CODE INTERFACE JACKETING IN A MULTI-CODE EXECUTION AND DEBUGGING SYSTEM WITHIN A MULTI-ARCHITECTURE ENVIRONMENT by Mark A. Herdeg, Scott G. Robinson, Ronald F. Brender and Michael V. Iles.

SERIAL NUMBER 07/665,752, filed March 7, 1991, entitled IMPROVED SYSTEM AND METHOD FOR JACKETING CROSS-DOMAIN CALLS IN A MULTI-CODE EXECUTION AND DEBUGGING SYSTEM WITHIN A MULTI-ARCHITECTURE ENVIRONMENT by Ronald F. Brender and Michael V. Iles.

SERIAL NUMBER 07/665,886 filed March 7, 1991, entitled FASTER PROCESS FOR DEVELOPING NEW COMPUTER SYSTEMS EMPLOYING NEW AND BETTER PROCEDURES FOR SOFTWARE DEVELOPMENT AND TESTING by Robert V. Landau, James E. Johnson and Michael v. Iles.

BACKGROUND OF THE INVENTION

1. Technical Field

The present invention relates to systems and methods for adapting program codes for execution on different computer systems and more particularly to systems and methods for reporting errors in an original program during the execution of a translation of the original program.

2. Background Art

In the early years of computer programming, instructions for computer programs were generated at the microcode level. With the development and growth of software engineering, more tasks were combined in single complex instructions executable by computers having a hardware architecture designed for the instruction complexity.

Increasing instruction complexity generally provided increasing price/performance benefits in the developing environment of computer hardware costs and performance capabilities. As a result, complex instruction set codes (CISC) became widely accepted.

With increased instruction complexity, however, it has become more difficult to design system hardware for higher execution speed. Instead, a reduced instruction set code (RISC), coupled with correlated RISC computer hardware architecture, has gained acceptance as a mechanism to lead to significantly improved system price/performance.

A RISC system generally employs simpler basic instructions to direct desired operations. A single RISC instruction normally specifies a single operation with at most a single memory access. Further, a RISC system normally provides a register for each basic instruction. The instructions in a RISC instruction set are thus still at a higher level than microcode.

In the typical CISC system, a single instruction may specify a complex sequence of operations and it may make many direct accesses to memory. Thus, operations performed by a CISC instruction may require several RISC instructions.

A RISC system is generally designed with optimized hardware and software tradeoffs that provide faster system operation, better overall system performance and lower system cost relative to available hardware cost and performance capability.

One obstacle to conversion from CISC systems to RISC systems is the existence of large software libraries which have been developed for CISC systems and which are not generally available for RISC systems. When a computer system user chooses to acquire a new computer system, one of the user's major considerations is whether the user's library of application programs can be used or converted for use on the new computer system, and what the cost of replacing that library would be. Thus, for computer system users who wish to achieve better price/performance through RISC computer systems, it is highly important that an economic and effective mechanism be provided for adapting, or "migrating" the user's library of application programs for execution on the RISC computer system.

Several choices are available to the user for program migration. Recompiling or recoding can be employed, but these techniques are typically used for migrating programs written in a high level language such as FORTRAN which either have no detailed machine dependencies or which have any existing machine dependencies removed by manual programming modifications. Further, in recompiling or recoding, the user typically bears all responsibility for program modification and program behavioral guarantees.

Alternatively, interpretation procedures can be used, but the penalty for this approach typically is substantially reduced program performance. More particularly, interpretation procedures are software programs that run on one computer and read a stream of subject instructions (which may well be instructions for a different type of computer) as data, and for each subject instruction perform the indicated operation. Such procedures typically execute 10 to 100 machine instructions on the one computer to interpret a single subject instruction. Thus, interpretation procedures provide substantially reduced program performance, compared to direct execution of functionally-equivalent code on the one computer.

The most effective and efficient migration, however, involves code translation. In code translation, each instruction from an existing program is translated into one or more instructions in the language of the destination machine. Accordingly, a translation of CISC programs to RISC programs, or more generally a program translation in which the translated code has a relatively reduced instruction set, requires "multiple" or "many" instructions in the translated code for each instruction in the code being translated.

A problem resulting from CISC to RISC code translation is that when execution of the translated program aborts due to an error, information about the error is usually based upon the state of the RISC machine. Debugging programs typically associated with high-level CISC source code, however, assume that information about an error is based upon the state of a CISC machine. A debugging program, for example, uses debug information generated when the CISC source code is compiled into CISC object code. The debug information typically includes information associating sym-

bolic (ASCII) names with numerical CISC program and data addresses. The debugging program uses this symbolic name information to permit the programmer to inspect the contents of memory in the CISC machine at addresses specified by selected symbolic names. Typically the debug information also includes traceback information associating line numbers in the CISC source code with corresponding numerical addresses in the CISC object code. When an error occurs during execution of the CISC program in the CISC machine, the operating system in the CISC machine reads a hardware register in the CISC machine to determine the address of the CISC instruction causing the error. The operating system passes this address to an error reporting program that references the traceback information to report to the programmer the line number of the CISC source code from which the error originated.

Because the debugging programs associated with the compilation of CISC source code are based upon CISC object code addresses, CISC instructions, and hardware on the CISC machine, they do not provide the debugging of CISC source code during execution of a translated program on a RISC machine. The debugging of CISC sources code during execution of a corresponding RISC object program on a RICH machine could be done by a debug program referencing debug information generated by compiling the CISC source program directly to RISC object code, but this technique would require re-compilation of the CISC source code. Moreover, in some cases CISC source code has been lost or destroyed so that re-compilation is not possible.

According to the invention there is provided a method for translating a first program code to a second program code, and a system for executing a second program code, as recited in claims 1 and 6.

Some preferred features of the method and system are recited in the dependent claims.

BRIEF DESCRIPTION OF THE DRAWINGS

Other objects and advantages of the invention will become apparent upon reading the following detailed description and upon reference to the drawings in which:

FIGURE 1 shows an overall functional block diagram indicating the general manner in which application programs are (a.) created for execution by a first computer system (having a first instruction set and designated as X) and (b.) translated for execution by a different computer system (designated as Y) having a relatively reduced instruction set;

FIGURE 2 shows a generalized functional block diagram of the preferred X-Y translation program and a general purpose computer system in which the X-Y translation program is executed to generate, with X instruction granularity, a Y executable application code from an input X application code;

FIGURE 3 shows a general flow chart for the X-Y translation program previously shown in FIGURE 2;

FIGURE 4 shows a functional block diagram of the Y computer system with the Y application code obtained from the X code translation and loaded into the Y computer for execution along with an instruction granularity control (IGC) program which supervises execution of the Y code to guarantee preservation of X instruction granularity;

FIGURES 5A and 5B show flow charts representing the preferred functional steps performed by the IGC program; FIGURE 6 shows a diagram that symbolizes an X-Y code instruction translation and the relationship of asynchronous events thereto;

FIGURE 7 is a block diagram of hardware in the Y computer for responding to exceptions;

FIGURE 8 is a flow chart of the operations performed by the hardware of FIGURE 7 and an operating system exception handler routine performed by the Y computer;

FIGURE 9 is a flow chart of a procedure performed by a user mode exception routine for the Y computer;

FIGURE 10 is a schematic diagram of an X-Y address correlation table that is generated during the translation of the X application code to the Y application code and is used for obtaining the address of an X code instruction given the address of a Y code instruction when performing the error reporting method of the present invention;

FIGURE 11 is a schematic diagram representing the correspondence between instructions in the X application code and the Y application code, and X addresses and Y addresses stored in the address correlation table of FIGURE 10;

FIGURE 12 is a schematic diagram of a boundary instruction bit map that is generated during the translation of the X application code to the Y application code and is used in carrying out the preferred method of the present invention;

FIGURE 13 is a flow chart of a procedure for using the X-Y address correlation table of FIGURE 10 and the boundary instruction bit map of FIGURE 12 in carrying out the preferred method of the present invention;

FIGURE 14 is a block diagram of debug information which is generated during the compilation of source code for the X application program; and

FIGURE 15 is a flow chart of a procedure for using the debug information of FIGURE 14 to indicate that an error is associated with one of the instructions in the X application code.

While the invention is susceptible to various modifications and alternative forms, a specific embodiment thereof has been shown by way of example in the drawings and will herein be described in detail. It should be understood, however, that it is not intended to limit the invention to the particular form disclosed, but on the contrary, the intention is to cover all modifications, equivalents, and alternatives falling within the scope of the invention as defined by the appended claims.

DESCRIPTION OF THE PREFERRED EMBODIMENT

As shown in FIGURE 1, an application program 10, written in source code, is one of a number of application programs held in a user's program library for execution in an X computer system 12. The hardware architecture for the X computer system 12 is adapted for operation with an X instruction set employed in producing an executable form of the program 10 or other application programs in the user's library.

To adapt the program 10 for use with a Y computer system 20, it is necessary that the executable form of the program 10 be provided as a Y executable code 22 employing a Y instruction set to which the hardware architecture of the Y computer system 20 is adapted.

The Y instruction set generally employs fewer basic instructions than the X instruction set employs, and conversion of X code to Y code requires a "one to many" instructions translation. The X instruction set can be a CISC instruction set and the Y instruction set can be a RISC instruction set. For example, as specifically indicated for illustrative purposes in FIGURE 1, the X system can employ the VAX® architecture and the Y system can employ a reduced instruction set architecture called the RISC architecture within the Digital Equipment Corporation. Both architectures are embodied in equipment made by Digital Equipment Corporation, assignee of the present application.

As shown in FIGURE 1, the application program 10 can be migrated to the Y executable code 22 in either an indirect path 24 or a direct path 26. Direct migration is obtained with the use of a Y compiler 28 and a Y linker 30. The resultant Y executable code is designated by the reference numeral 22B.

If a Y compiler 28 and Y linker 30 have never been developed or otherwise are unavailable or the user elects not to use the direct migration path 26 because of associated disadvantages, the indirect path 24 may be used to migrate the X application program to the Y system to achieve both a program investment savings and a system performance gain.

In the indirect path, the program 10 is converted to executable code 14 for the X computer system 12 by means of an X compiler 16 and an X linker 18. The result is X executable code 14 which can run on the X computer system 12. An X-Y translator 32 translates the X executable code designated by the reference numeral 22A. The code translation is achieved so that the Y code executes to achieve the X code results accurately with instruction granularity even though the Y code is based on a reduced instruction set.

Preferably, a code translation system 40 (FIGURE 2) is employed to implement the translator 32 referenced in FIGURE 1. The translation system 40 includes a conventional general purpose computer having a processor 42, a memory system 44, and various input/output devices (not shown) through which X application code 43 is input for translation.

The translation results are generated in accordance with the present invention as Y code 45 which is ordered to preserve hard guarantees of the code being translated and particularly to facilitate a guaranteed preservation of X instruction granularity when the Y code is actually executed. Hard CISC guarantees are exemplified by hard VAX® guarantees which are described more fully in the above-referenced application PD91-0063/1870-409.

The memory system 44 includes, among other sections, a conventional data storage section 46 and a section 48 in which the computer operating system is stored. A basic element employed in X-Y code translation is a translation program 50 stored in another memory section. The input X code 43 is stored as an X code list 62. Further, to control the sequencing of Y instructions, Y instruction ordering criteria 52 are stored and X-Y instruction code patterns 54 are stored to enable translation of both instruction operation specifiers and instruction operand specifiers. A general flow chart for the translation program 50 is shown in its preferred form in FIGURE 3. In block 60, successive X instructions are entered sequentially from the stored X code list 62 for processing through a program loop 64.

In the loop 64, functional block 66 generates Y instruction operation and operand specifiers corresponding to the currently processed X instruction and in accordance with the stored X-Y code patterns 54 (FIGURE 2). Next, as indicated by functional block 68, the resultant Y code is ordered in accordance with predetermined criteria that facilitate preservation of X instruction granularity during subsequent actual Y code execution.

A graphic representation of an X-Y instruction translation is shown in FIGURE 6.

Every X instruction generally provides for the elemental tasks of getting inputs, modifying inputs, placing the results in temporary storage, and providing a state update for memory and register locations. When an X instruction is translated to "many" Y instructions, the ordering criteria 52 (FIGURE 2) employed to organize the Y instructions preferably are those that group and order the Y instructions in the Y code for the currently translated X instruction (granule) as follows:

1. A first group G1 of instructions in the Y code are those that get inputs and place those inputs in temporary storage.
2. A second group G2 of instructions in the Y code are those that operate on inputs, generate modified results, and store those results to temporary storage.
3. A third group G3 of instructions in the Y code are those that update X state (memory or register) and are subject to possible exceptions (as defined hereinafter).
4. A fourth and last group G4 of instructions in the Y code are those that update X state (memory or register) and are free of possible exceptions.

X state includes X memory state and X register state. X memory state, represented by the reference character 94 in FIGURE 4, and X register state represented by the reference character 97 refer respectively to memory and register structure in the Y machine dedicated to be X code defined storage locations. X memory and register states can also be said to be memory state and register state that are visible to the X architecture.

As a result of implementing the preferred Y instruction organization criteria in the X-Y code translation, preservation of X instruction granularity is facilitated for the following reasons:

1. If an asynchronous event occurs during Y code execution at any time during the execution of the first two groups G1 and G2 of Y instructions as shown by an arrow 71 in the diagram of FIGURE 6, X instruction granularity is maintained by permitting asynchronous event processing and backing up the Y instruction counter PC to the next backup Y instruction (Y₀ in FIGURE 6) that is a granular boundary for an X instruction.

By aborting execution of the current Y code sequence for a retry, possible breakage of X instruction granularity is avoided because a possible state access failure is avoided in any group G3 instruction in the current Y code sequence. However, as a result of the Y code organization, only temporary storage locations are erased and X instruction granularity is preserved since execution of the current Y code granule has been delayed until it can be processed with instruction granularity after the asynchronous event processing.

2. If an asynchronous event occurs after Y instructions in the groups G1 and G2 have been executed and if there are no Y instructions in the group G3, or if the event occurs after execution of all Y instructions included in the group G3 as indicated by an arrow 73 in FIGURE 6, the processing of the asynchronous event can be briefly delayed as the group G4 instructions are executed with foreknowledge that no state exceptions are possible. Again execution is provided with X instruction granularity.

In the case where multiple Y instructions are included in the group G3 (not shown in FIGURE 6) and an asynchronous event occurs after one Y instruction has been executed, but at least one Y instruction in the group G3 remains to be executed, memory atomicity can be provided within the current Y code granule for preserving X instruction granularity. Memory atomicity essentially requires that all memory accesses of the X instruction appear to happen or none appear to happen, and is necessary for X instruction granularity.

Memory atomicity and mechanisms for achieving it in such cases as well as other special cases are more fully considered in the concurrently filed and cross referenced patent application (1870-0409). In the preferred embodiment in which simple one-write X instructions are handled, X memory atomicity and X instruction granularity are achieved concurrently.

With reference again to FIGURE 3, once the functional block 68 orders the Y instruction code as described, block 70 determines whether the current Y instruction is a boundary or "X granule" marker for the X instruction from which it was derived. The yes and no bits detected for successively processed Y instructions are recorded in an X boundary instruction bit map by functional block 72.

A test block 74 checks whether more X instructions are listed for translation processing. If so, the loop 64 is repeated. When all of the X instructions have been translated, the loop cycling is terminated and the accumulated Y code is made available for output, as indicated by functional block 76.

The following two specific examples of CISC instruction from the VAX® architecture exemplify the translation function in accordance with the invention:

EXAMPLE 1:

INCL (R1)+

This instruction adds 1 to the longword (4-bytes or 32 bits) of memory whose address is contained in R1. R1 is then incremented to point to the next longword. The following RISC (Y) code was generated from the translator operating with the described organization criteria:

ldl	r23, (r1);	Load the contents of memory at address (R1) to R23
addl	r23, #1, r24;	Increment R23 by 1 and put in R24

(continued)

stl	r24, (r1);	Store R24 in memory at address (R1)
lda	r1, 4(r1);	Increment R1 by four to point to next longword

EXAMPLE 2:

MOVL (R1)+, (R2)+

This instruction moves the longword from memory addressed by the contents of R1 to the longword addressed by the contents of R2. Both R1 and R2 are incremented to point to the next longword after the one originally pointed to when the instruction began. The following RISC (Y) code was generated from the translator operating with the described organization criteria:

ldl	r23, (r1);	Load the contents of memory at (R1) to R23
stl	r23, (r2);	Store the contents of R23 to memory at location (R2)
lda	r1, 4 (r1);	Increment R1 by four to point to next longword
lda	r2, 4 (r2);	Increment R2 by four to point to next longword

For executing the resultant Y code with guaranteed X instruction granularity, a Y processor 80 corresponding to the Y computer system 20 (FIGURE 1) is provided for executing the resultant Y code with X instruction granularity guaranteed to be preserved. Conventional data input/output devices 82 and an interval clock 84 are coupled to the Y processor 80, and from time to time these devices generate interrupts constituting asynchronous events that demand a temporary diversion of processor operation from the Y code execution. (FIGURE 4) Without guaranteed X-instruction granularity, processor diversion caused by these or other interrupts is capable of causing a breakdown of X instruction granularity in the Y code execution. This typically occurs because of possible Y instruction input changes after the interrupt, but before memory state changes have been made by the current Y instruction.

As shown in FIGURE 4, a block 86 represents the input of the generated Y code from an input device to a section 88 of a memory system 90 coupled to the Y processor 80, and a block 87 represents data outputs generated for output devices as a result of Y code execution. The memory system 90 also includes a conventional data section 92 and a conventional operating system section 94.

An instruction granularity control program (IGC) 96 is stored in another memory section designated by the same reference character. Operation of the IGC program 96 in the execution of the Y code is more fully represented by the flow charts shown in FIGURES 5A and 5B.

The IGC program 96 (FIGURE 5A) starts as indicated at 98 with the generation of an asynchronous event. Generally, an asynchronous event is defined as a diversion of the Y instruction stream due to interrupts that could potentially generate X state changes that are visible to the translated X code. Reference is again made to FIGURE 6 for a diagrammatic representation of the relationship of asynchronous events to an X granule of Y instructions. The following exemplifies interaction of an asynchronous event with the Y instruction stream;

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Normal Execution:      Y0 Y1 Y2 Y3 Y4 Y5
X Instr Boundary-----^-----^-----^
Async Event Execution: Y0 Y1 Y47 Y48 Y49
Event occurs-----^

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The IGC program 96 must align the Y instruction address to Y1 (if Y2 has a possible exception as subsequently defined) or to Y3 (by executing Y2 if Y2 has no possible exceptions) before executing any other changes in the X state.

With reference again to the flow chart in FIGURE 5A, a temporary hold is placed on processing the asynchronous event by functional block 100, and the memory address of the Y instruction (designated as PC-AE) being processed at the time of the asynchronous event is recorded by functional block 102.

Next, the previously referenced bit map is checked by block 104 to determine whether the Y instruction PC-AE is an X instruction boundary. If it is, test block 106 directs the IGC program over path 107 to block 108 which allows resumption of processing of the asynchronous event, without breaking X code instruction granularity.

If the Y instruction PC-AE is not an X instruction boundary, functional block 110 aligns the Y instruction counter PC with the next previous or next upcoming forward Y instruction that is an X instruction boundary. A program path

111 is then followed by the IGC program 96 to the block 108 for asynchronous event processing as previously described, again without breaking X code instruction granularity. In this instance, the asynchronous event has occurred at a point in time when not all of the Y instructions have executed within an X instruction granule, and preservation of X instruction granularity is achieved through operation of the program block 110, as more fully detailed in FIGURE 5B. The markers "A" and "B" in FIGURE 5A indicate where the detail blocks of FIGURE 5B fit into the flow chart of FIGURE 5A.

In FIGURE 5B, forward scan of the Y instructions is made by functional block 112 in a program loop 113 to find the next Y instruction that is an X instruction boundary. Test block 114 checks each forwardly scanned Y instruction to determine whether processing the interrupt prior to execution of the remaining Y instructions could produce a Y code execution result different from the result that would have been produced had the corresponding X code been executed with imposition of the same asynchronous event.

In making each forward Y instruction test, the test block 114 preferably determines whether an exception condition may be produced by attempted execution of the Y instruction if the asynchronous event were allowed to be processed and the execution of the Y code sequence then rescinded. Generally, an instruction has an exception if it possibly cannot be completed. The following are the general classes of exceptions that, if identified to a forward Y instruction, generate a Y code abort to the next previous Y instruction that is an X boundary:

- 1.) Memory management exceptions such as access control violations or page faults.
- 2.) Arithmetic exceptions such as floating point overflow faults or divide by zero faults.
- 3.) Instruction exceptions such as illegal operation codes or breakpoint operation codes.

In the preferred embodiment of the invention, a list of the applicable exceptions for the code being translated is placed in storage accessible to the IGC program during execution. Execution determinations are thus made by referencing each forwardly scanned Y instruction against the stored exceptions list.

The following is an example of an exception case:

A shared memory location is incremented by an asynchronous event.
INCL @#33 increments location 33.

The RISC instructions are:

LDL	R23, 33 (R31);	Load R23 from location 33
LDA	R23, 1 (R23);	Add 1 to the contents of R23
STL	R23, 33 (R31);	Store R23 result back at location 33

If the asynchronous event occurs between the LDA and STL instructions, and the processing of the asynchronous event increments location 33, the increment done during the event would be lost when the stream resumes at the STL instruction.

The following is an example of a non-exception case:

The instruction INCL R1 increments R1. The RISC instruction is:

LDA R1, 1 (R1);	Increment R1
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There is no opportunity for an exception here.

If in testing successive Y instructions in the forward scan, and, if all scanned Y instructions show no exceptions (block 116), the remaining Y instructions are executed before asynchronous event processing is enabled by block 108 (FIGURE 5A) without breaking X instruction granularity as previously described. On the other hand, if a forwardly scanned Y instruction shows an exception under the test by the block 118, functional block 118 backs up the Y program counter to the next backup Y instruction that is an X instruction boundary, and asynchronous event processing is again enabled by the block 108 (FIGURE 5A) without breaking X instruction granularity. In this manner, even the possibility of a break in X instruction granularity is avoided and X instruction granularity is thereby guaranteed.

In summary of the case of translating an instruction having no writes to state, or only a single aligned full longword or quadword write, there are no byte- or unaligned-write problems, and no interlocked problems. The only problem is that of making either the entire sequence or none of the sequence appear to execute. The translation is constrained such that in the case of CISC-to-RISC translation, the first and second groups of RISC instructions do all the work of the CISC instruction except for memory and/or register state update, the third group of RISC instructions include zero or one RISC store instruction to a full aligned longword or quadword, and the fourth group of RISC instructions includes only simple register moves.

A translated sequence that is interrupted before the second instruction group completes is forced to restart at the beginning of the sequence by using a bit table that marks the beginning of the code for each translated CISC instruction. A translated sequence that is interrupted after the second instruction group completes but before the third instruction group completes is forced to complete the third instruction group with simple register moves.

The net effect is that the sequence either executes from beginning to end with no other translated sequence in the middle, or it is suspended before the completion of group 2 and retried from the beginning later. This case also applies to a 1- or 2- byte non-interlocked write on a single-processor machine. The translated sequence includes a state read-modify-write sequence, and the single write is the group 3 instruction.

The present invention more particularly concerns a method of operating the Y computer system 20 of FIGURE 1 during the execution of a Y computer program that is a translation of a X computer program. In other words, the present invention more particularly concerns the reporting of an error when a source code program 10 is migrated to the Y executable code along the indirect path 24. In this situation, debug information typically generated by the X compiler 16 includes the addresses of the instructions in the X executable code. As will be further described below, however, the exception hardware and the Y executable code 22A is organized and operates upon Y code addresses. The present invention provides a linkage between a first address of a Y code instruction causing an error and a second address of a X code instruction from which the Y code instruction was translated. This linkage is used in an error handling procedure that begins with an exception signal in the hardware of the Y processor (80 of FIGURE 4) and ends with the reporting of the error in association with an indication of the X code instruction.

Turning now to FIGURE 7, there is shown the hardware generally designated 130 in the Y processor (80 of FIGURE 4) for responding to a respective exception signal on any one of a plurality of exception inputs 131. The exception signals, for example, may include parity error signals indicating hardware faults, memory exceptions resulting from memory access instructions, and arithmetic exceptions from an arithmetic logic unit 132 resulting from arithmetic instructions.

The present invention more particularly concerns the reporting of application program errors which generate exceptions, such as arithmetic exceptions from the arithmetic logic unit 132. Arithmetic exceptions include, for example, integer or floating-point overflow, in which the result is too large to be stored in a predefined integer or floating-point format; integer or floating-point divide by 0, in which the divisor supplied is zero; and floating-point underflow, in which the result is too small to be expressed by a predefined floating-point format.

The arithmetic logic unit 132 senses the presence of the arithmetic exception conditions whenever an arithmetic operation is performed. Some of the Y-code instructions, however, disable or prevent the exception condition from generating an exception signal, and other Y-code instructions enable an arithmetic exception condition to generate an exception signal. This function is illustrated in FIGURE 7 by an AND gate 133.

The Y processor is capable of responding to only a single one of the exception inputs at any given time. To handle the situation of multiple simultaneous exception signals, the exception inputs 131 are received in a priority encoder 134 which selects a single one of the signals. The exception signal granted priority is indicated by a code provided by the priority encoder 134.

The exception inputs 131 are combined in an OR gate 135 to provide an exception signal that is recognized by control logic 136. The control logic 136 temporarily suspends execution of Y-code instructions and controls the collection of data pertaining to the exception from respective registers or transmission gates 137, 138, 139. The data pertaining to the exception includes the "exception PC" which is the Y-code address (PC-AE) of the instruction causing the exception; the "exception PSL" which is the program status longword indicating the processor status at the time of execution of the instruction causing the exception, and exception type information which defines the type of the exception. In the case of an arithmetic exception, for example, the arithmetic logic unit 132 provides a code indicating the arithmetic exception type. In response to the code of the exception having priority, a multiplexer 140 selects the exception type information for the exception selected by the priority encoder 134.

The control logic 136 causes the exception information to be placed sequentially on a data bus 141 and stacked in kernel stack memory. Then, in response to the code of the exception selected by the priority encoder 134, a respective exception vector is read from an exception dispatch table 142 and loaded into the program counter 143. The control logic 136 then begins instruction execution starting at the exception vector in the program counter 143.

Turning now to FIGURE 8, there is shown a flow chart generally designated 150 which further illustrates the operation of the hardware of FIGURE 7 in connection with an operating system routine for exception handling. As described above in FIGURE 7, when an exception occurs, the hardware of FIGURE 7 suspends instruction execution as noted in step 151 of FIGURE 8, then places the exception PC, exception PSL and the exception type information on the kernel mode stack, as noted in step 152, and then loads the program counter with the respective exception vector from the dispatch table, as noted in step 153. In this case the exception vector is an exception handler in the "kernel mode" of the operating system.

The operating system exception handling routine begins in step 154 by checking whether the exception is a "user mode" exception to be handled by a user program rather than just the operating system. A hardware error occurring

in response to the execution of an instruction, for example, would normally not be a user mode error, and the operating system would handle the exception in step 155. For a user mode exception, in step 156 the exception information that was placed on the kernel mode stack and the contents of the general purpose registers in the Y processor are placed on the user mode stack. Finally, in step 157, execution jumps to the user mode exception routine defined for handling the exception.

Turning now to FIG. 9, there is shown a flow chart 160 of the user mode exception routine. In the first step 161, X-machine state information is gathered. In other words, a consistent model of the X-machine state is reconstructed in the Y machine registers and user memory. As will be further described below in connection with a specific example of Y code for the INCB -(R1) X-code instruction, the X-code instructions are translated to Y-code in such a fashion that a consistent model of the X-machine state can be reconstructed in step 161. Next, in step 162, the Y address of the Y-code instruction having the exception is saved in a memory location Y_ADDR so that it is available later for error reporting in accordance with the method of the invention.

In steps 163 and 164, the Y-address pointer PC-AE is aligned at an X instruction granular boundary, as was described above in connection with steps 106 and 110 of FIGURE 5A. This may permit recovery and continued program execution from the aligned Y-address pointer PC-AE when there is a condition handler program. The availability of a condition handler for the exception type is checked in step 165. When such a condition handler is available, execution branches to the condition handler in step 166. Otherwise, in step 167, the user mode exception routine obtains the address of the X-code instruction from which the Y-code instruction causing the error was translated. The preferred method of obtaining this X-instruction address corresponding to Y_ADDR is further described below with reference to FIGURE 13.

In step 168, the error is reported together with its association with the X-instruction having the X-address corresponding to Y_ADDR. The preferred error reporting procedure is further described below with reference to FIGURE 15. In general, a Y-code program for performing step 168 can be obtained by translating a known X-code program for reporting errors that occur when X-code application programs are executed by an X-code computing system, and by slightly modifying the translated program so that it references the address of the X-instruction as the address of the instruction which caused the error, and so that any other X-machine state information that it references is the X-machine state information gathered in step 161. Therefore one important advantage of the present invention is that it permits existing X-code debug routines to be translated and used with slight modification for debugging translated application programs run on Y-code computer systems.

The preferred embodiment of the invention uses an X-Y address correlation table for obtaining the X-instruction address corresponding to Y_ADDR. As shown in FIGURE 10, the X-Y address correlation table 170 includes entries 171 each having an address 172 of a respective instruction in the X-code application program and an address 173 of a corresponding instruction in the Y-code application program having been translated from the X-code application program. Each address 172, 173, for example, is a 32-bit longword. When an instruction for a respective X-address in the table is translated into a series of Y-code instructions in the Y-code application program, then the corresponding Y-code instruction address in the table entry is the address of the first instruction in the series of instructions.

Preferably not all of the addresses of the instructions in the X-code application program are included in the X-Y address correlation table 170. Otherwise the table becomes very large, which would consume a good deal of memory space and unduly increase the time for searching the table. In addition to being used for reporting errors in accordance with the present invention, the table 170 can be used for returning from an X-code interpreter when executing a partial translation of an X-code application program. Although a complete translation is always desirable, it is not always possible to perform a complete translation due to the difficulty of finding all of the X-code in an X-code application program. In this situation the X-code interpreter can efficiently return to execution of Y-code in the translation so long as the X-code addresses in the table 170 are the entry points of basic blocks of X-code in the X-code application program. Each basic block is a sequence of contiguous instructions that has a single known entry point at the beginning of the basic block. Execution is transferred only to the beginnings of the basic blocks, and execution is transferred only from the ends of the basic blocks. Partial translations and the operation of an interpreter in such a situation are further described in the above-referenced SERIAL NUMBER 07/666,196, filed March 7, 1991, entitled AUTOMATIC FLOW-GRAPH GENERATION FOR PROGRAM ANALYSIS AND TRANSLATION by Richard L. Sites, incorporated herein by reference.

Turning now to FIGURE 11, there is shown an example of a portion of an X-code application program, called "MAIN", which has been drawn in the form of a flow chart 180 to illustrate the program's basic blocks. The first basic block consists of X-INSTRUCTION-1. The second basic block consists of X-INSTRUCTION-2, X-INSTRUCTION-3, and X-INSTRUCTION-4. The third basic block consists of X-INSTRUCTION-5. The fourth basic block begins with X-INSTRUCTION-6. Also shown in FIGURE 11 is the correspondence between the X-code instructions and their corresponding Y-code instructions Y-INSTRUCTION-1 to Y-INSTRUCTION-14, and the X-code and Y-code addresses in the X-Y address correlation table 170 of FIGURE 11.

The preferred embodiment of the invention also uses the boundary instruction bit map for obtaining the X-instruction

address corresponding to Y_ADDR in the typical situation where Y_ADDR is not found in an entry in the X-Y address correlation table. Turning now to FIGURE 12, there is shown the preferred format for the boundary instruction bit map 185. Single-bit flags, such as the flag 186, are packed into long words, such as long word 187. Each flag corresponds to one Y-code instruction, and the flag is set by the translator (32 in FIGURE 1) when the corresponding Y-code instruction is a boundary instruction.

Preferably the flags in the boundary instruction bit map 185 are also set to indicate "artificial" granular boundaries in the VAX® X-code. The desirability of indicating artificial granular boundaries arises when translating VAX® X-code instructions having "precise" traps to RISC Y-code instructions that do not have precise traps. An instruction has a precise trap when execution of the instruction produces the same result when an exception condition arises (other than generating an exception signal) regardless of whether the exception is enabled or not. In the preferred RISC computer system, arithmetic instructions do not have precise traps because additional circuit complexity and execution cycles are required to complete the result of arithmetic instructions after exception conditions are detected, but if the programmer wants to emulate precise traps, it can be done by with a pair of instructions. The operation is first coded with an instruction having traps disabled, and then the operation is coded a second time with an instruction having traps enabled. To preserve X-instruction granularity for RISC Y-code, a "drain trap" (DRAINT) instruction is coded after the instruction having traps enabled. Because the RISC computer system might otherwise execute more than one instruction simultaneously, including the instruction having traps enabled together with an instruction following the instruction having traps enabled, the DRAINT instruction ensures that when a trap occurs, the X-machine state can be easily gathered in step 161 of FIGURE 9 to form a consistent X-machine state corresponding to completion of the X-code instruction having been translated.

A specific example of the translation of an X-code instruction into a series of Y-code instructions including a Y-code instruction having traps enabled is given below:

```

25      .TITLE Increment Byte Example Code
;
; The following code duplicates: INCB -(R1)
; with VAX® Atomicity and using a PAL routine to store the
30      results.
;
;----->Granular VAX® Boundary
      BIS      R31,R31,R24 ;Clear Count of Interference
TOP:  RS       R31          ;Set Flag used by PAL routine to
35      test
;
; for Interrupts or Exceptions
      LDQU     R16,-1(R1)   ;Most Likely Unaligned
      LDA      R17,-1(R1)   ;Address used to align bytes
40      EXTBL   R16,R17,R18 ;Byte to 0000000A
      SLL      R18,$56,R18 ;Byte to A0000000

```

```

      BIS      R31,#1,R19      ;Position Constant 1
      SLL      R19,#56,R19     ; 10000000
      ADDQ     R18,R19,R16     ;Incremented to B0000000 (No Trap)
5      SRL     R16,#56,R16     ;Byte to 0000000B
      CALL_PAL TRN_STB        ;Store Byte in R16 at address in R17
      BEQ      R0,INTERFERE    ;Failed, Make this a forward Branch
      to
                                ; fool branch prediction
10      SUBQ    R1,#1,R1        ;Perform Auto-Decrement (No Trap)
      ;----->Artificial Granular Boundary
      ADDQ/V   R18,R19,R16     ;Redo Operation to Get Overflow Trap
                                ; if any
      DRAINT                                ;Wait for Trap if any
15      ;----->Granular VAX® Boundary
      ;
      ;
20      ;
      ; Check to see if loop iterations are too many

      INTERFERE;      ADDQ      R24,#1,R24      ;;Increment
      Interference
25
                                ;; Count
                                ;;Been Here For A
      CMPULE   R24,#255,R0
      While?
                                ;;To, Try Again
      BNE      R0, TOP
30      BUG_CHECK                                ;;Abort...

      .END

```

35 In this example the ADDQ instruction occurs a first time with traps disabled to provide a complete arithmetic result, and a second time near the end of the series of Y-code instructions with traps enabled, followed by a DRAINT instruction. The address of the instruction having traps enabled is indicated above as an "artificial granular boundary" and its corresponding flag is set in the boundary instruction bit map. This provides improved performance when handling interrupts because the result of the X-code instruction (other than a possible trap) is complete at the artificial granular boundary. Therefore, when an interrupt occurs just before the trap, the PC_AE can be aligned to the artificial granular boundary in step 110 of FIGURE 5A to preserve X-code instruction granularity without completely backing up to the boundary instruction at the beginning of the Y-code translated from the X-code instruction.

40 Turning now to FIGURE 13, there is shown a flow chart 190 of the preferred procedure for using the X-Y address correlation table (170 in FIGURE 10) and the boundary instruction bit map (185 in FIGURE 12) to find the address of the X-code instruction corresponding to the Y-code address Y_ADDR. In the first step 191, the X-Y address correlation table is searched to find the largest Y-code address in the table (Y_ADDR_MAX) that is less than or equal to Y_ADDR. Next, in step 192, the contents of a memory location X-ADDRESS is set equal to the X-code address from the table entry including Y_ADDR_MAX. Then, in step 193, the procedure of FIGURE 13 is finished, with the desired X-code address in X-ADDRESS, when Y_ADDR_MAX is equal to Y_ADDR. Otherwise, in step 194, the contents of a memory location COUNT are cleared to begin counting of the number of Y-code boundary instructions between Y_ADDR and Y_ADDR_MAX. This is done while scanning the boundary instruction bit map.

50 In step 195, the flag in the bit map at the position corresponding to (Y_ADDR) is tested. When the flag is set, then in step 196 the opcode of the following instruction (at Y_ADDR + 4, because instructions are 4 bytes long in the Y instruction architecture) is inspected to check whether it is a DRAINT instruction. When this is the case, the instruction at Y_ADDR is an instruction having traps enabled, and the corresponding flag found in step 195 to have been set is a flag for an artificial granular boundary. If the flag is set but it is not for an artificial granular boundary, then in step 197 COUNT is incremented by one.

55 In step 198, Y_ADDR is decremented by four bytes, corresponding to the length of one RISC Y-code instruction. To test whether scanning back to Y_ADDR_MAX is finished, Y_ADDR is compared to Y_ADDR_MAX, and when

Y_ADDR is greater than Y_ADDR_MAX, scanning continues in step 195. Otherwise, in step 200, the value of COUNT is compared to zero. When count is zero, the value of X-ADDRESS is the desired address of the X-code instruction, and execution continues in step 168 of FIGURE 9. Otherwise, in step 201, the X-ADDRESS is used as an X-code instruction decode pointer and is advanced by parsing one X-instruction, and in step 202 COUNT is decremented by 1. Steps 200, 201 and 202 are repeated until the counted number of X-instructions are parsed, and X-ADDRESS becomes advanced to the desired address.

Turning now to FIGURE 14, there is shown a block diagram of debug information 220 having been generated when the X-code application program was compiled. To permit the reporting of a source code line number corresponding to a given X-code instruction address, the debug information includes traceback information 221. The traceback information, for example, includes a list of records of the X-code address range associated with each line number of source code. The X-code address range indicates the address range of the X-code instructions compiled from the line of source code. Some compilers compile separate source code modules that are linked together by the linker (18 in FIGURE 1). In this case the compiler generates a module table (not shown) that has records including module names and associated X-code address ranges. In this case the compiler also generates a separate table of traceback information for each module.

The debug information 220 further includes symbolic name information 222 associating symbolic names which occur in the application source code with memory addresses and stack locations referenced in the X-code application program. The symbolic name information 222, for example, includes records of the X-code address range associated with each global variable in the source code, and records of the X-code address range associated with each routine in the source code. In addition, each routine may have associated with it a number of records of the stack frame offset for each local variable in the routine. The records of the symbolic name information 222 include pointers to strings 223 which contain the symbolic names in ASCII code.

Turning now to FIGURE 15, there is shown the preferred procedure for using the debug information of FIGURE 14 for reporting an error and its association with the X-ADDRESS of the X-code instruction generating the error. In step 231 the records of traceback information (221 in FIGURE 14) are searched for a record having an address range including X-ADDRESS. When such a record is found, in step 232 the source code line number in the record is reported to the programmer or user. In step 233 the type of error is determined from the exception type information and reported to the programmer or user. Next, in step 234 the records of symbolic name information are searched for a symbolic name associated with the error. The records of routines, for example, are searched for a record having an address range including X-ADDRESS. If an associated routine name is found, it is reported in step 235 along with its type and its ASCII string. In step 236, when the symbolic name is a subroutine, error reporting continues to step 237. In step 237 the stack in the X-machine state information (gathered in step 161 of FIGURE 9) is inspected to provide a trace of a chain of calling routines ending with the subroutine, which is reported to the programmer or user.

In steps 234 and 235 global and local variables associated with an error may also be found and reported. In the case of an overflow or underflow arithmetic error, for example, the X-code instruction at X-ADDRESS and a few following instructions can be inspected in an attempt to identify a result address of a global or local variable into which the result of the arithmetic operation is stored. In the case of a divide-by-zero error, a few preceding X-code instructions can be inspected in an attempt to identify the source address of a global or local variable from which the divisor originated.

Examples of error messages that could be reported using the procedure of FIGURE 15 include the following:

LINE 200 INTEGER OVERFLOW IN SUBROUTINE "DIVIDEND" WHEN CALLED BY ROUTINE "MAIN" AT LINE 50, RESULT STORED IN LOCAL VARIABLE "TOTAL".

LINE 500 FLOATING-POINT DIVIDE BY ZERO IN SUBROUTINE "STOCK" WHEN CALLED BY ROUTINE "MAIN" AT LINE 75, DIVISOR FROM GLOBAL VARIABLE "SHARES".

In view of the above, there has been described a method and system for reporting an error occurring during the execution of a Y-code application program in the context of an X-code application program from which the Y-code application program was translated. The invention provides the address in the X-code of an X-code instruction corresponding to the Y-code instruction which caused the error, together with consistent information about the state that an X-code machine would have upon completion of execution of the X-code instruction. Therefore the error can be reported by debug routines that are translated from X-code to Y-code and that use debug information generated during compilation of source code for the X-code application program.

Claims

1. A method for translating a first program code to a second program code and for executing the second program code while preserving instruction granularity of the first program code when processing interrupts in response to asynchronous events, the first program code being executable on a computer having a memory and a register state and a second architecture adapted to a second instruction set that is reduced relative to the first instruction

set, the method comprising the steps of:

operating a first computer to translate each first code instruction to a corresponding granular sequence of second code instructions wherein said second code instructions include at least two groups of the second code instructions, the two groups including a first group and a second group, the first group including second code instructions other than state update instructions which can be aborted during execution without risking a state error, the second group including all state update instructions, and wherein every second group instruction follows every first group instruction in each granular second code instruction sequence;
operating a second computer system adapted with the second architecture to execute the second program code; and in response to each asynchronous event during second code execution, interrupting execution of a current granular second code instruction sequence in order to perform asynchronous event processing for each said asynchronous event by:

(i) aborting for a retry the current granular second code instruction sequence when the execution of the current granular second code instruction sequence is interrupted either before every first group instruction in the current granular second code instruction sequence has been executed, or, after all first group instructions in the current granular second code instruction sequence have been executed but before execution of any second group instruction that is in the current granular second code instruction sequence and is subject to a possible exception; and
(ii) delaying the asynchronous event processing for each said asynchronous event, in order to execute any unexecuted second code instructions in the current granular second code instruction sequence, when the execution of the current granular second code instruction sequence is interrupted after execution of all state update instructions that are in the current granular second code instruction sequence, that are in the second group, and that are subject to a possible exception.

2. A method as claimed in claim 1, wherein the second group of second code instructions includes a third subgroup including state update instructions that are subject to exception, and a fourth subgroup including state update instructions that are free of exception, and wherein every fourth subgroup instruction follows every third subgroup instruction in each granular second code instruction sequence.
3. A method as claimed in claim 2, wherein the first group of second code instructions includes a first subgroup of instructions that read and temporarily store inputs and a second subgroup of instructions that operate on the said inputs and generate and temporarily store modified results.
4. A method as claimed in claim 2 or 3, wherein the asynchronous event processing is delayed for completion of execution of the current granular second code instruction sequence when the execution of the current granular second code instruction sequence is interrupted after execution of any of the third subgroup instructions that are in the current granular second code instruction sequence.
5. A method as claimed in claim 2, 3 or 4, wherein the granular second code instruction sequence corresponding to one of the first code instructions includes a single simple write instruction that is in the third subgroup.
6. A system for executing a second program code containing sequences of instructions that are from a second instruction set for a second architecture, the second instruction set being reduced relative to a first instruction set for a first architecture while preserving instruction granularity of a first program code from which the second program code is translated and which contains instructions from the first instruction set, each first code instruction having a corresponding granular sequence of second code instructions wherein the second code instructions include at least two groups of the second code instructions, the two groups including a first group and a second group, the first group including second code instructions other than state update instructions which can be aborted during execution without risking a state error, the second group including all state update instructions, and wherein every second group instruction follows every first group instruction in each granular second code instruction sequence; the system comprising:
a computer for executing the second code, the computer having a second architecture and having a processor and a memory coupled to the processor, and means responsive to an asynchronous event during second code execution for interrupting execution of a current granular second code instruction sequence in order to perform asynchronous event processing for the asynchronous event, the means responsive to an asynchronous event including:

(i) means for aborting for a retry the current second code granular instruction sequence when the execution of the current granular second code instruction sequence is interrupted either before every first group instruction in the current granular second code instruction sequence has been executed, or, after all first group instructions in the current granular second code instruction sequence have been executed but before execution of any second group instruction that is in the current granular second code instruction sequence, and is subject to a possible exception; and

(ii) means for delaying the asynchronous event processing for each said asynchronous event, in order to execute any unexecuted second code instructions in the current granular second code instruction sequence, when the execution of the current granular second code instruction sequence is interrupted after execution of all state update instructions that are in the current granular second code instruction sequence, that are in the second group, and that are subject to a possible exception.

7. A system as claimed in claim 6, wherein the first group of second code instructions includes a first subgroup of instructions that read and temporarily store inputs and a second subgroup of instructions that operate on the said inputs and generate and temporarily store modified results; the second group of second code instructions includes a third subgroup including update instructions that are subject to exception, and a fourth subgroup including state update instructions that are free of exception, and wherein every fourth subgroup instruction follows every third group instruction in each granular second code instruction sequence; and wherein the means for delaying include means for delaying the asynchronous event processing for completion of execution of the current granular second code instruction sequence when the execution of the current granular second code instruction sequence is interrupted after execution on any of the third subgroup instructions that are in the current granular second code instruction sequence.

8. A system as claimed in claim 7, wherein the memory holds a memory record indicating whether each second code instruction is a granular boundary instruction for the first code instruction to which each said second code corresponds; and the means responsive to an asynchronous event include means, responsive when the execution of the current granular second code instruction sequence is interrupted, for recording a second code instruction having been last executed and checking the second code instruction having been last executed against the memory record to determine whether the second code instruction having been last executed is a boundary instruction, for continuing asynchronous event processing.

9. A system as claimed in claim 8, wherein the means responsive to an asynchronous event include means responsive when the second code instruction having been last executed is not a boundary instruction for aligning a program counter for the second program code with a next previous boundary instruction in the program code when the execution of the current granular second code instruction sequence is aborted for a retry, and for aligning the program counter for the second program code with a next following boundary instruction in the second program code when the asynchronous event processing for the asynchronous event is delayed in order to execute any unexecuted second code instructions in the current granular second code instruction sequence.

10. A system as set forth in claim 9, wherein the means responsive to an asynchronous event include means for making a forward scan of second code instructions remaining to be executed in the current granular second code instruction sequence to determine whether any of the second code instructions remaining to be executed are subject to possible exception, backing the program counter for the second program code to the next previous boundary instruction when an instruction subject to exception is found during the said forward scan, and when no instruction subject to an exception is found during the forward scan, for executing the second code instructions remaining to be executed in the current granular second code instruction sequence, and for then continuing asynchronous event processing.

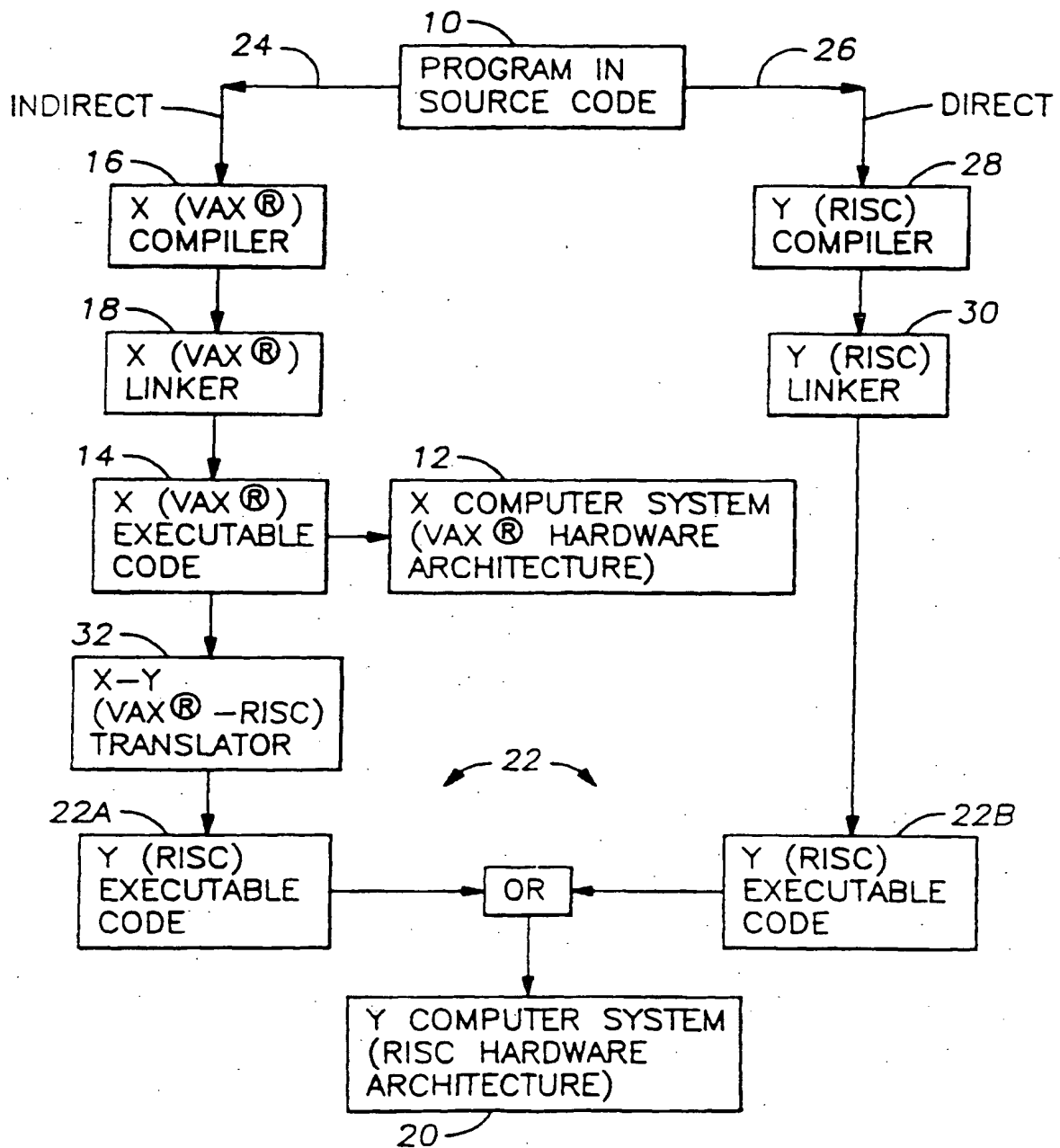
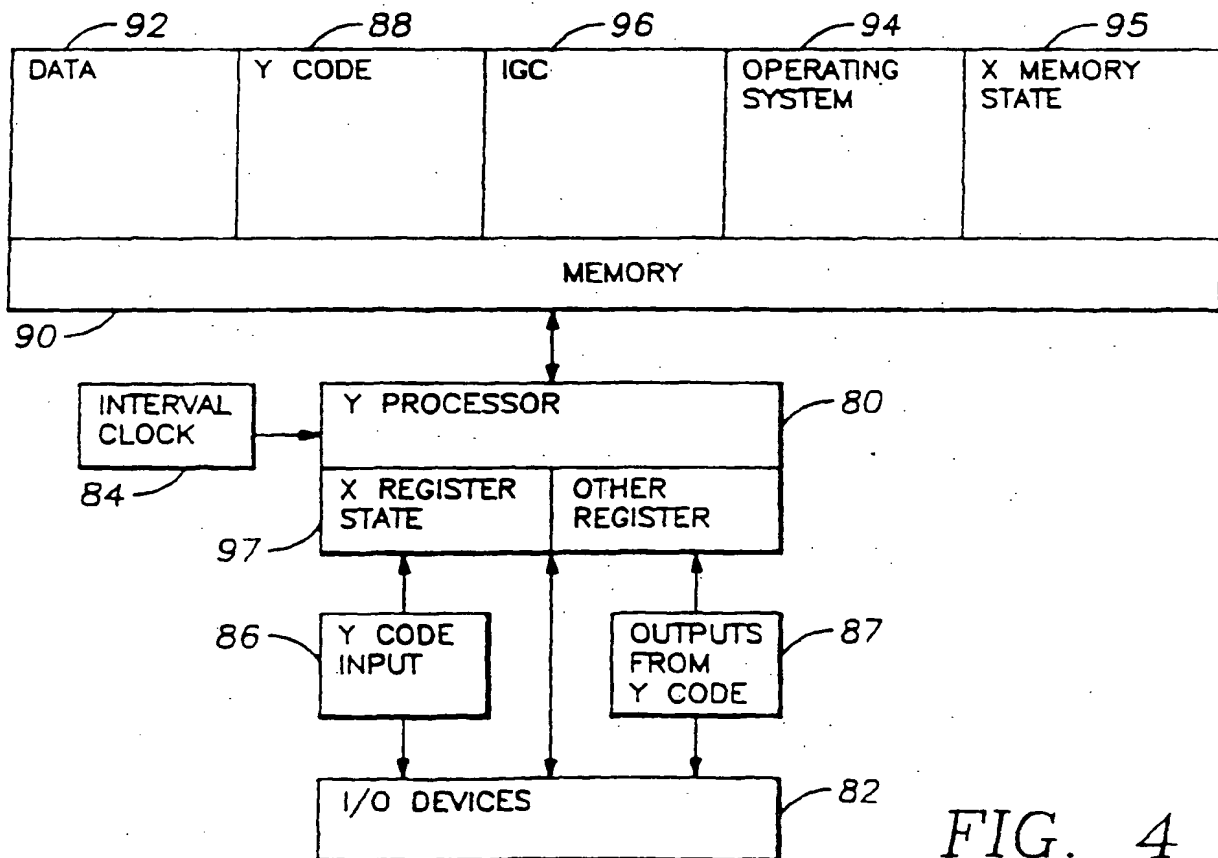
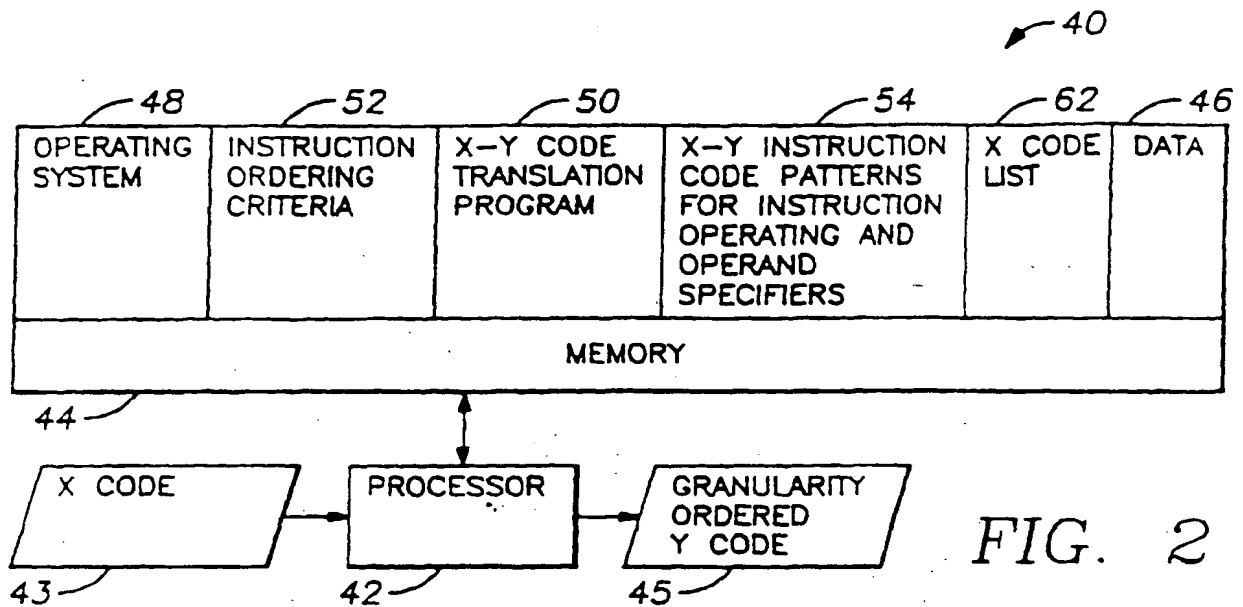


FIG. 1



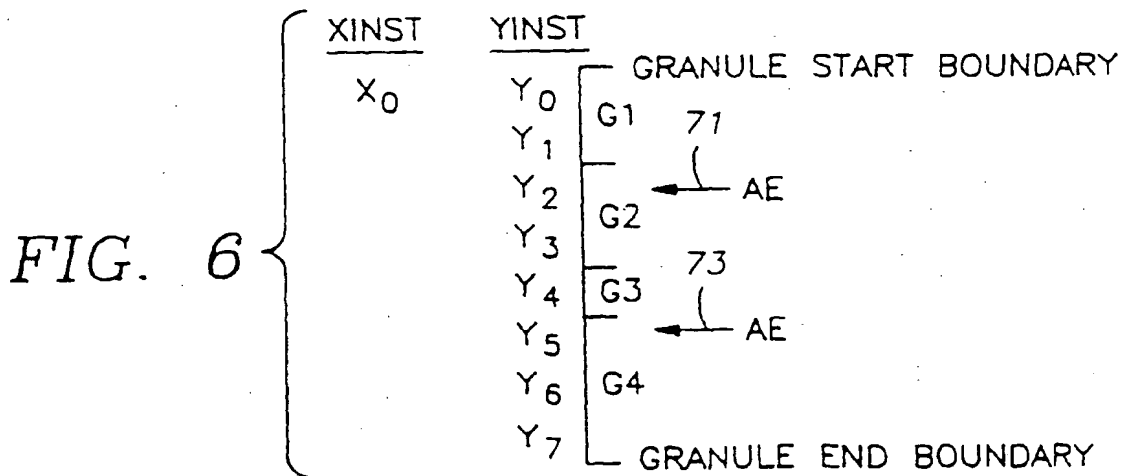
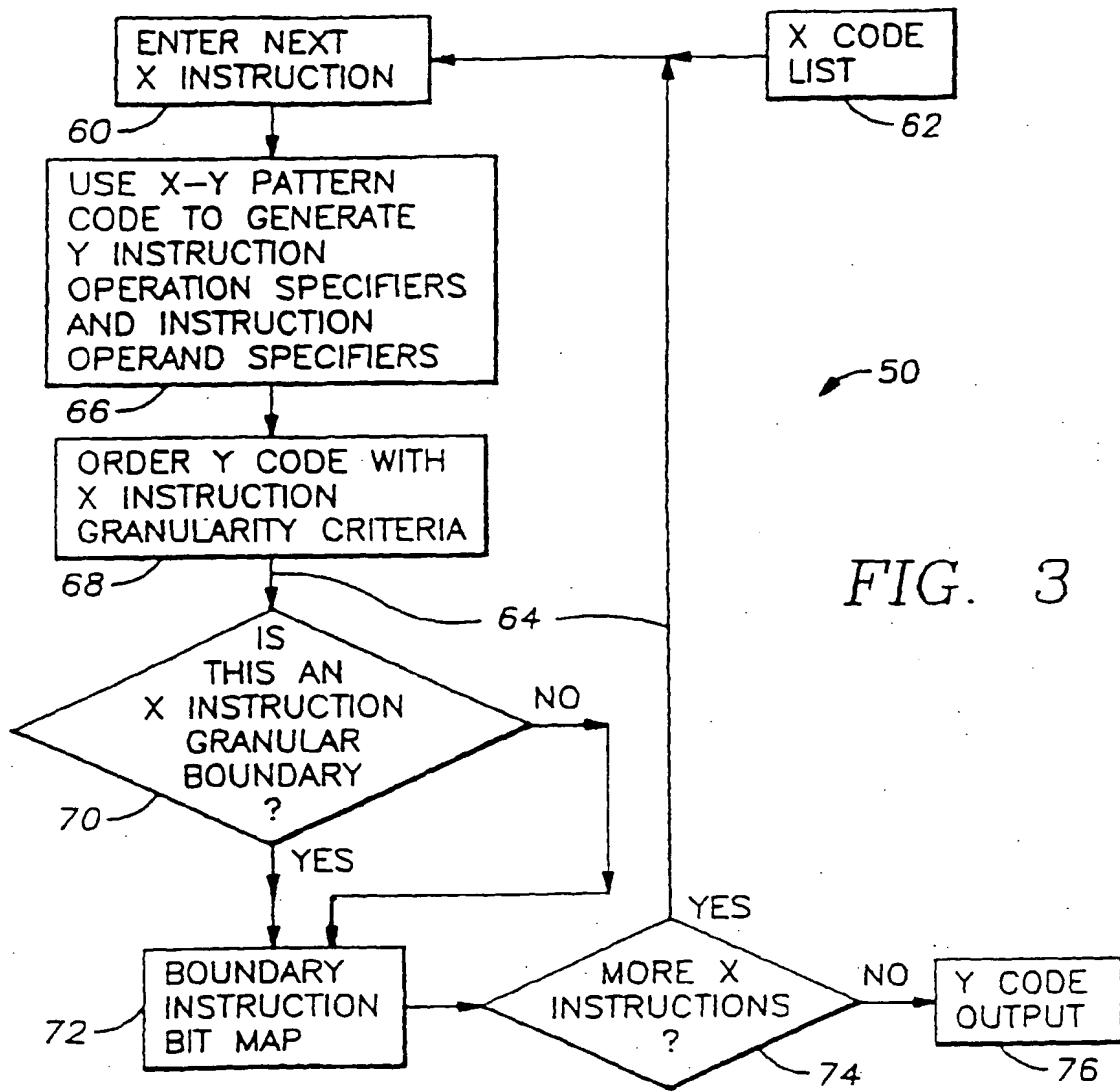
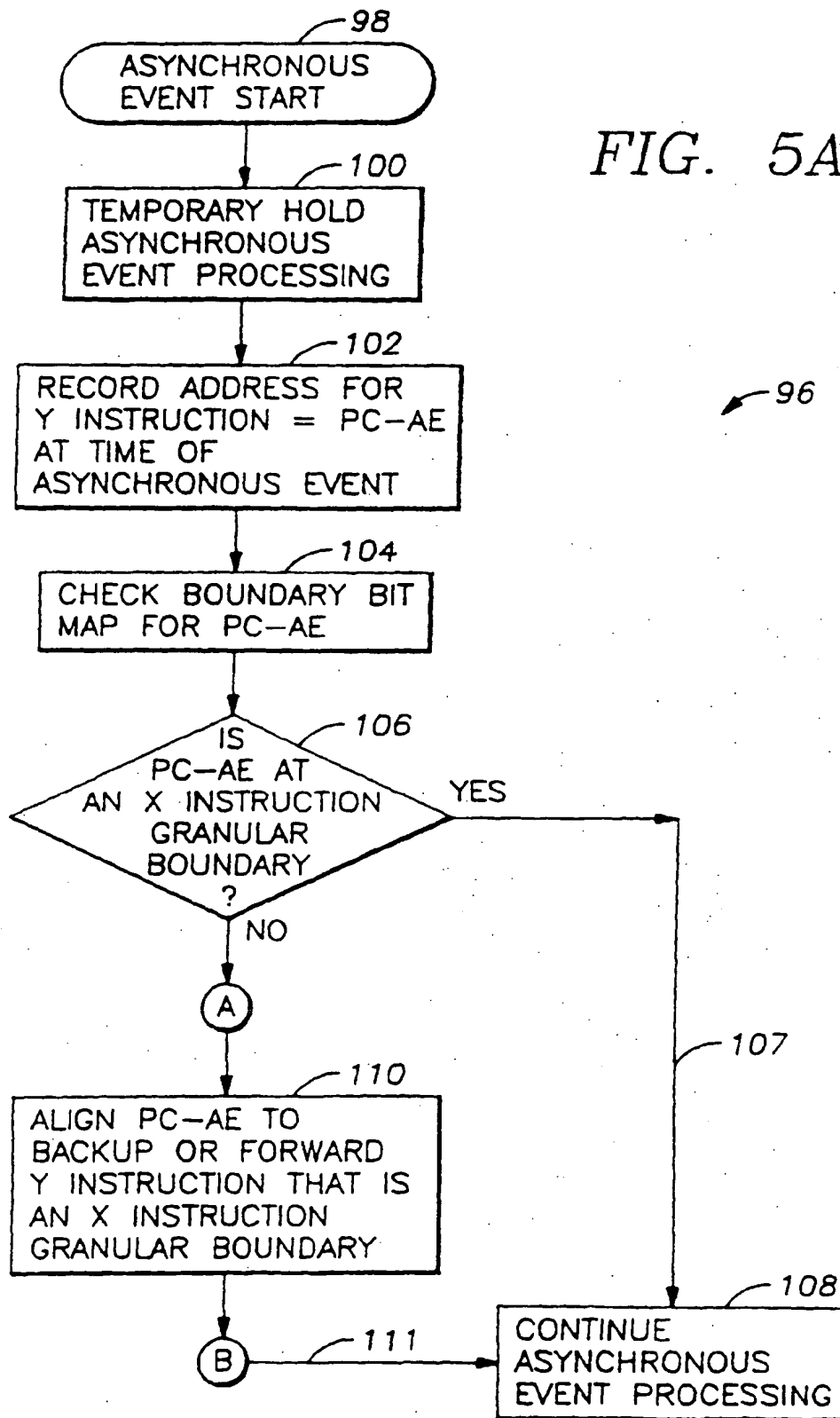


FIG. 5A



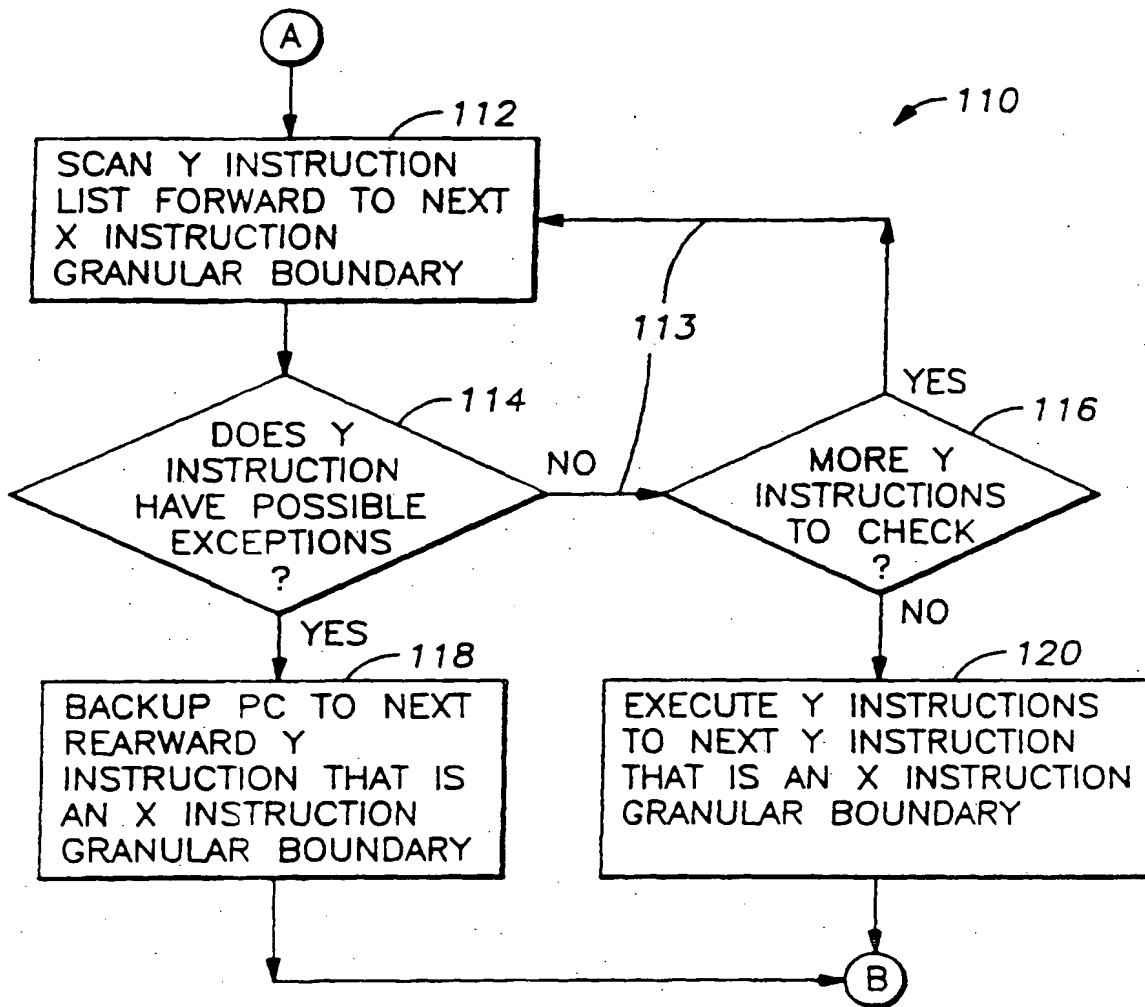


FIG. 5B

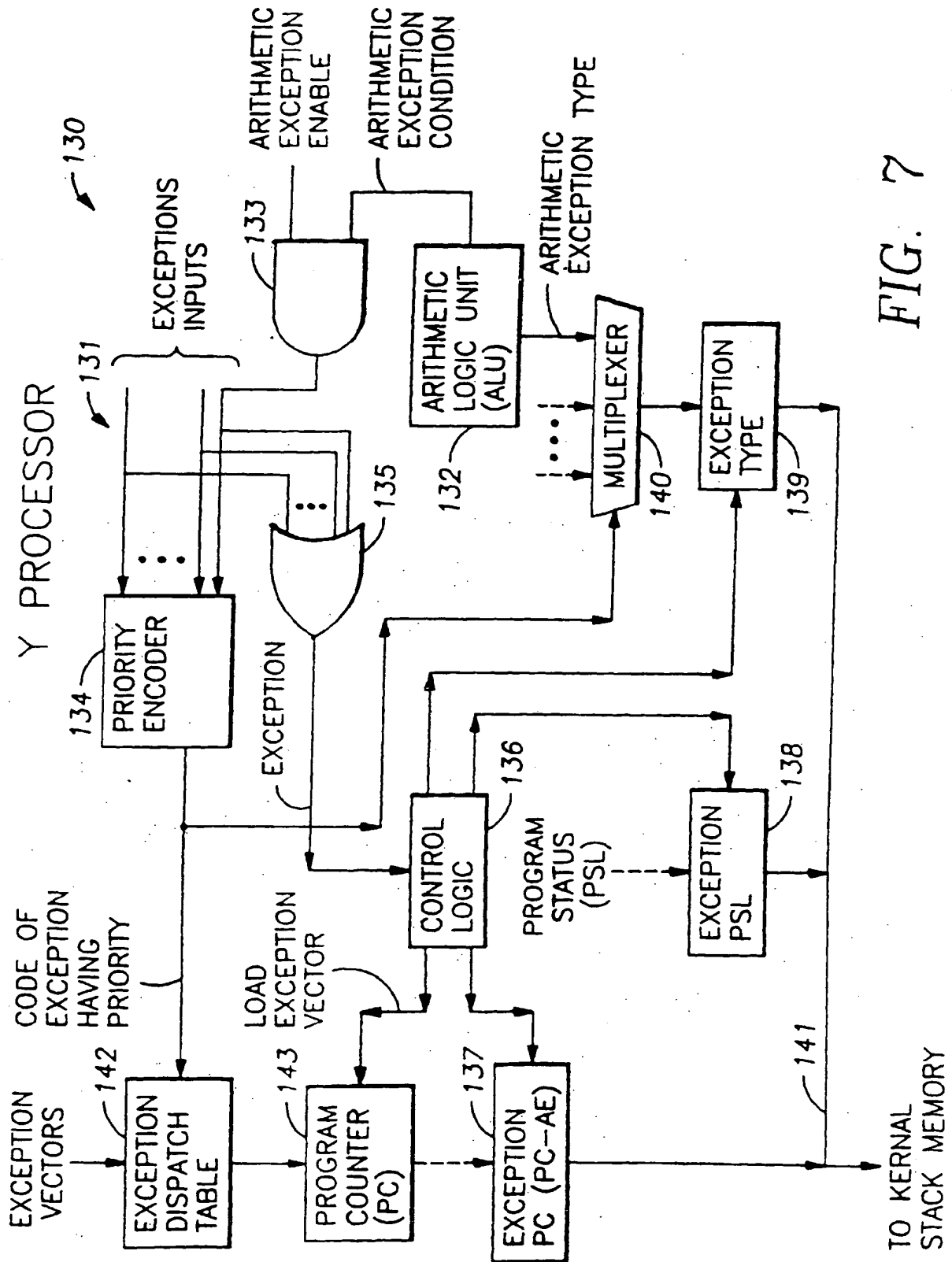
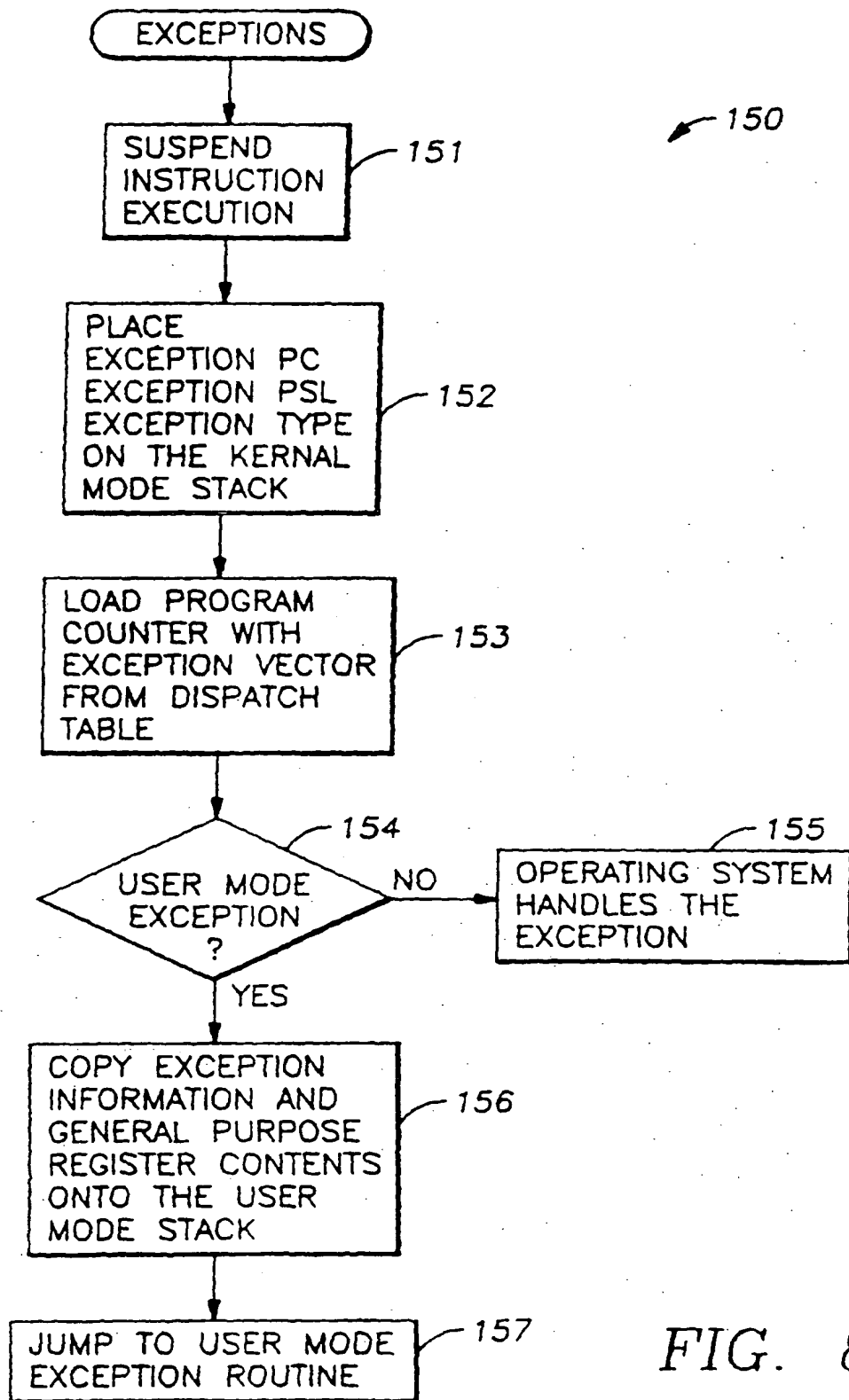


FIG. 7



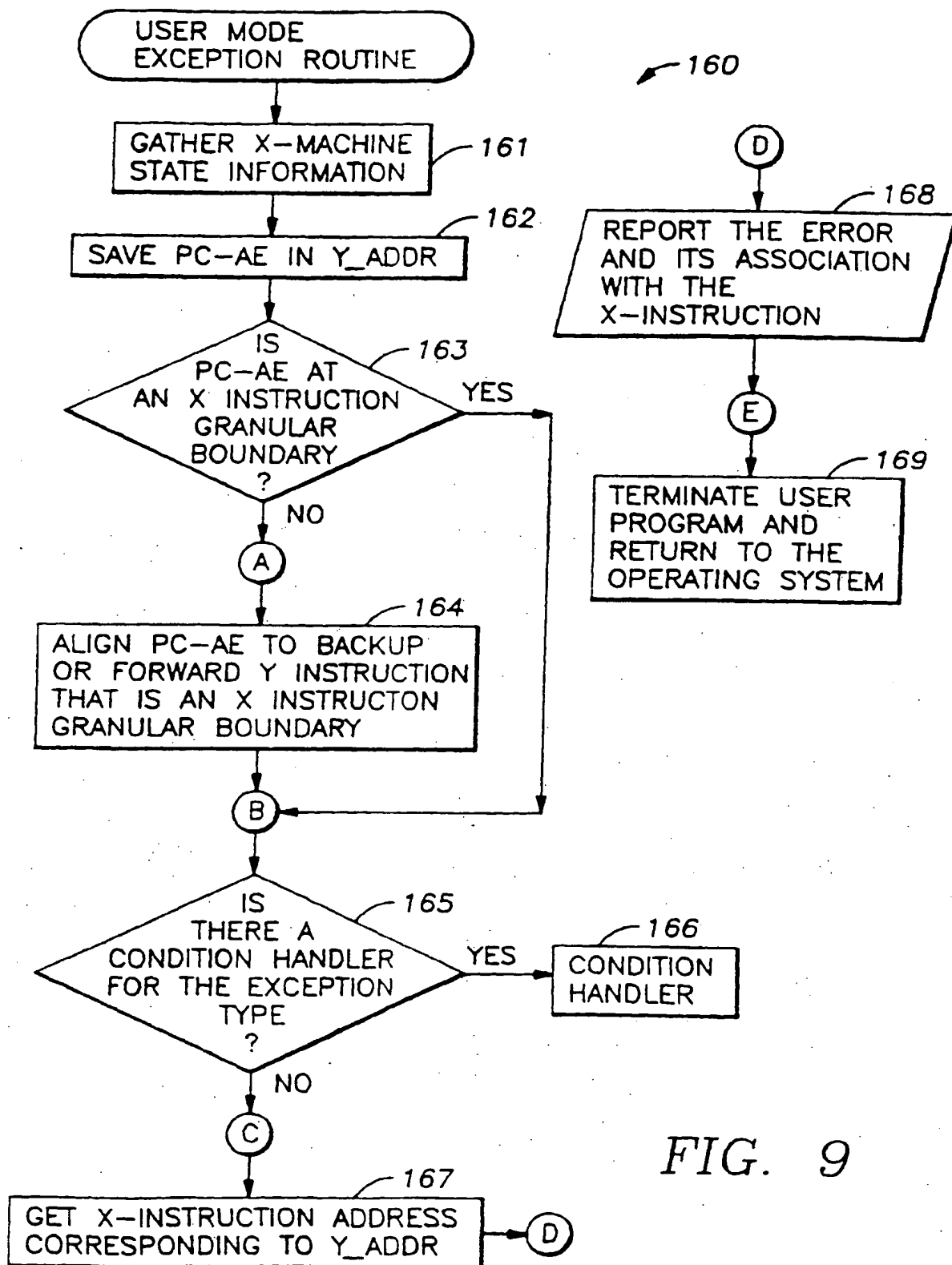


FIG. 9

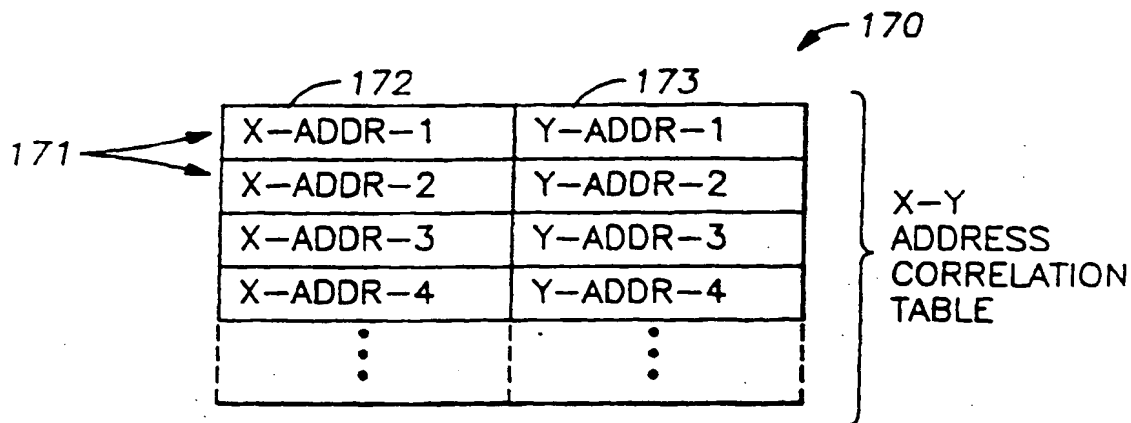


FIG. 10

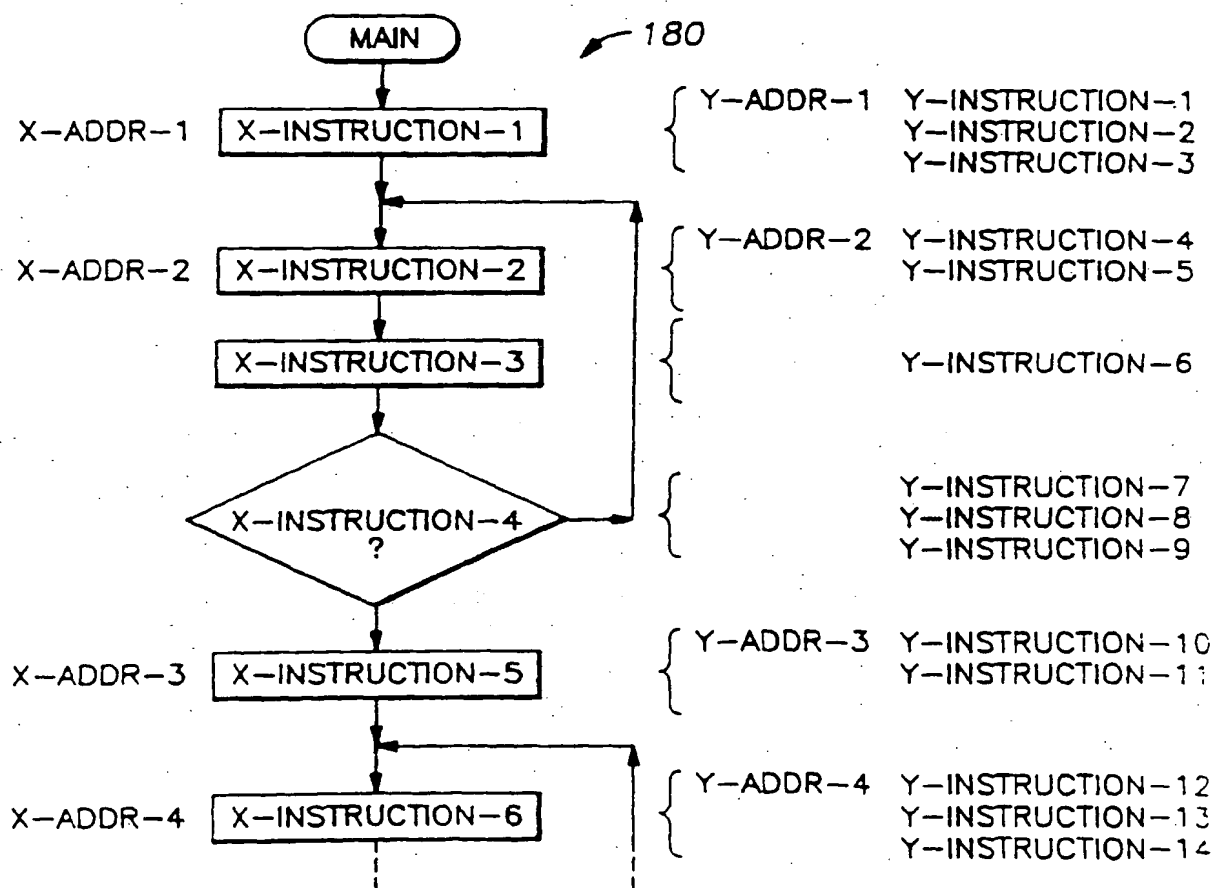


FIG. 11

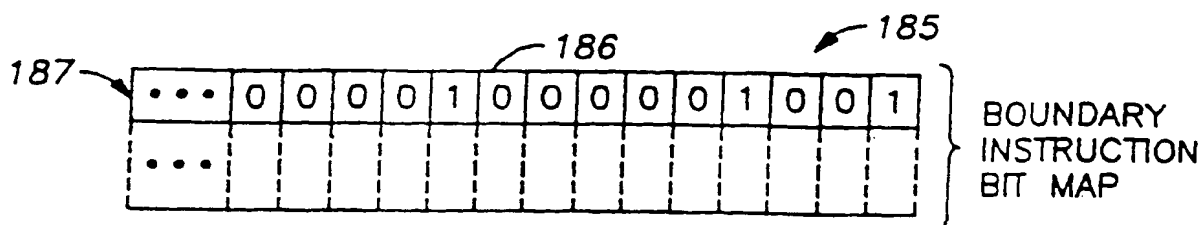


FIG. 12

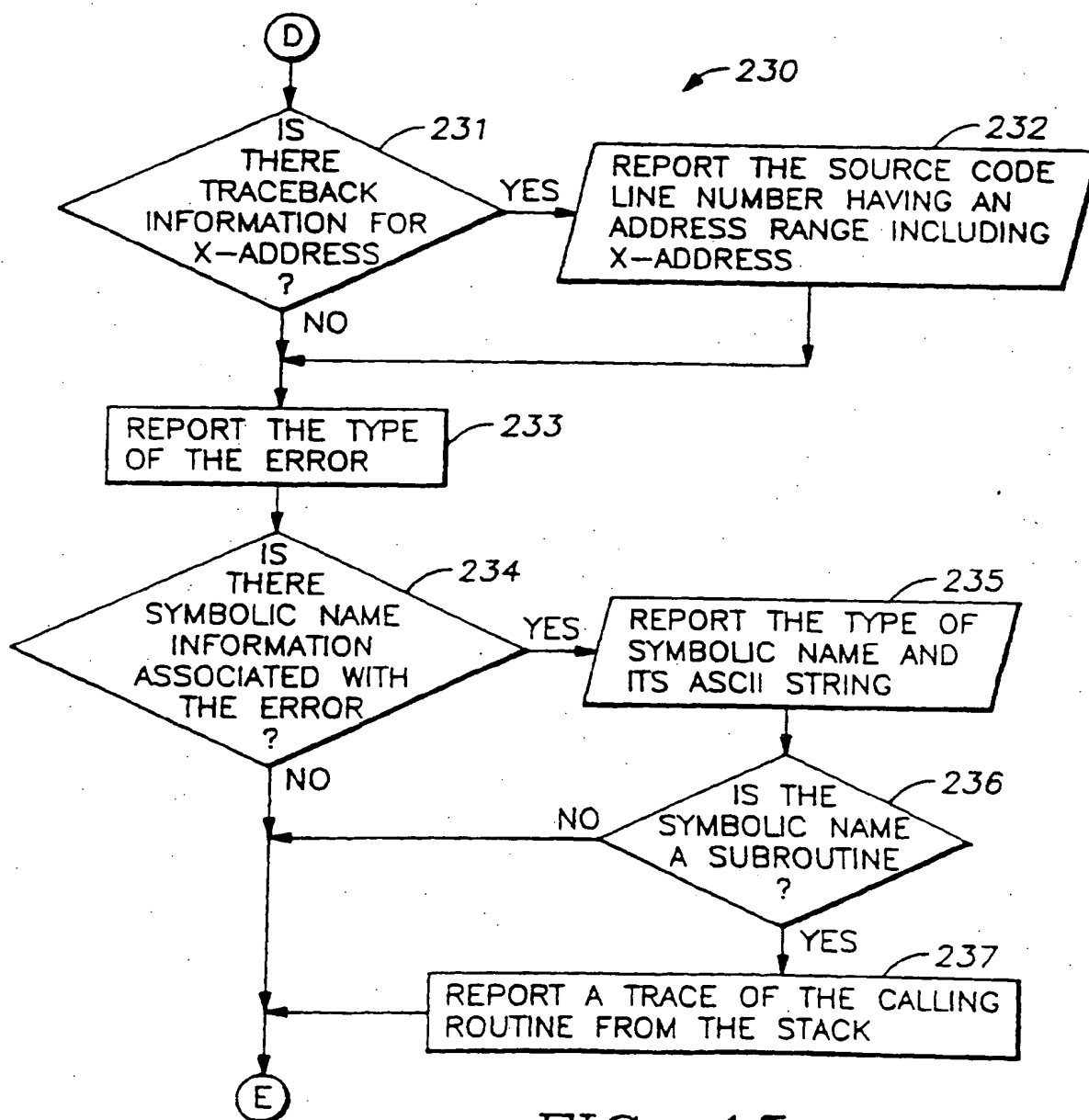


FIG. 15

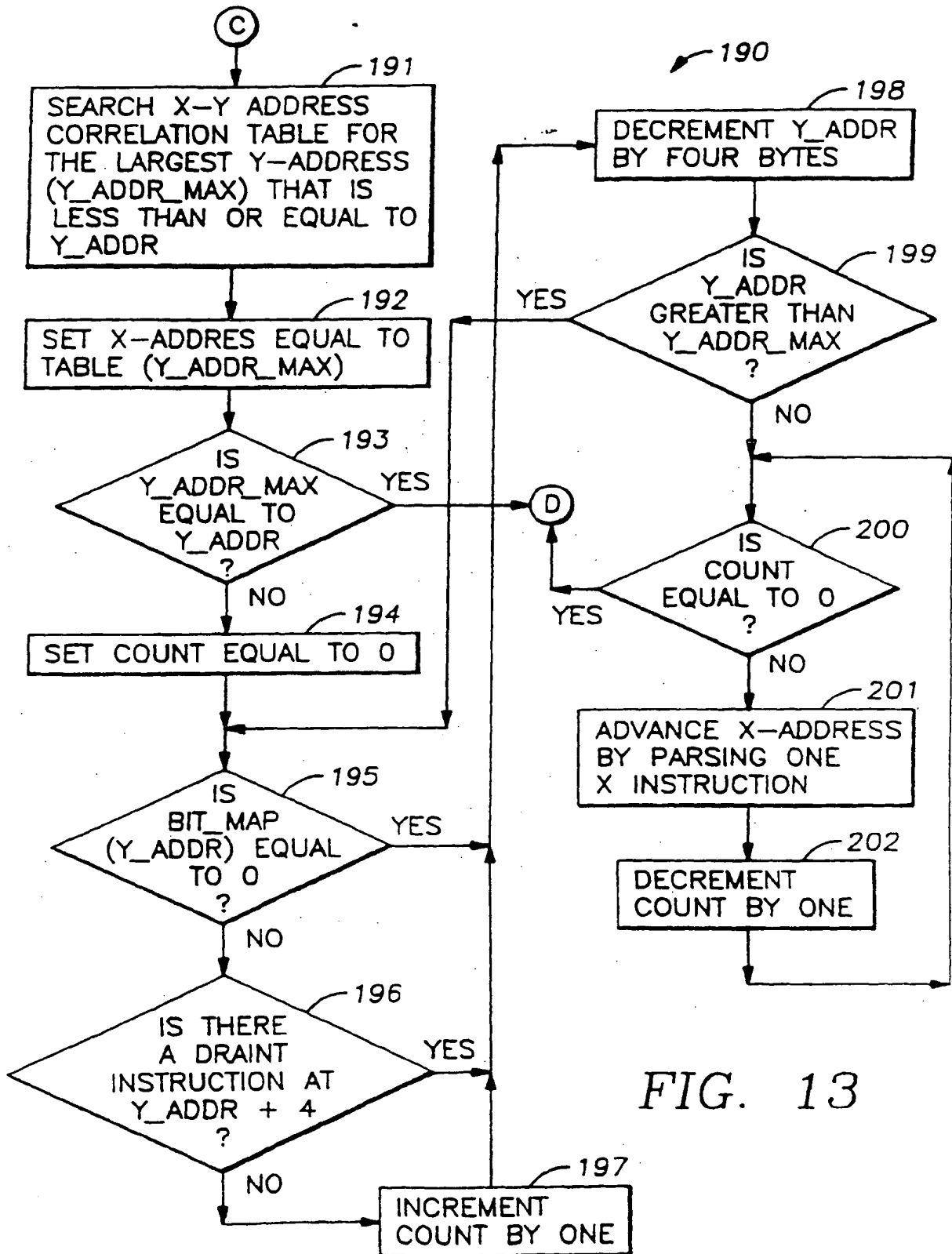


FIG. 13

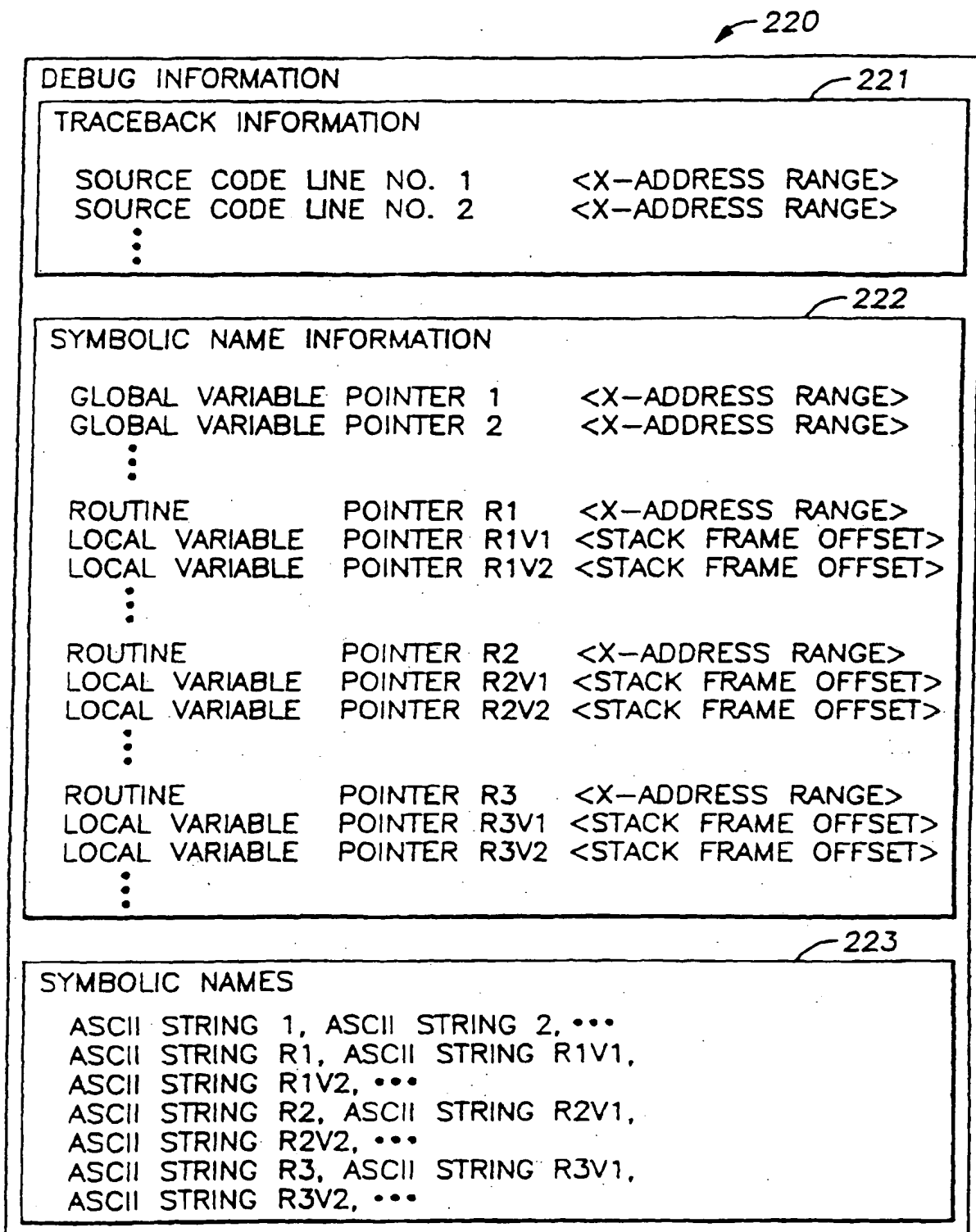


FIG. 14

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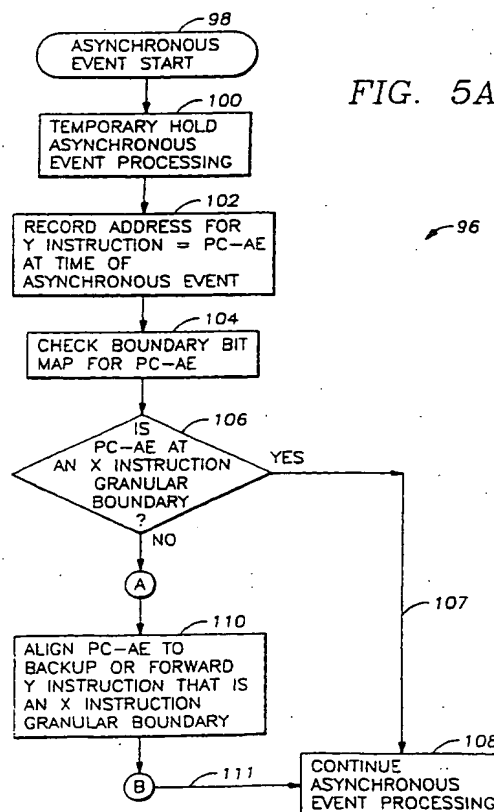
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(54) **Method for translating a first program code to a second program code and a system for executing a second program code**

(57) A method of translating a first program code to a second program code preserves the granularity of the first code in the event of a processing interrupt by translating each first code instruction into a pair of groups of the second code. A second comparator executes the second code but interrupts this to perform an asynchronous event processing by aborting for a retry the second code instruction sequence, or delaying the asynchronous event processing and executing the second code according to the status of the execution of the second code at the interrupt.





European Patent
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EUROPEAN SEARCH REPORT

Application Number
EP 96 20 3194

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
A	EP 0 211 384 A (WANG LABORATORIES INC.) * page 9, line 24 - page 10, line 15 *	1-10	G06F9/38 G06F9/318
A	WO 88 07718 A (INSIGNIA SOLUTIONS LIMITED) * page 14, line 11 - line 26 *	1-10	
A	IEEE MICRO, vol. 10, no. 1, February 1990, NEW YORK US, pages 66-78, XP000102440 ROBIN W. EDENFIELD ET AL.: "The 68040 Processor / Part 1, Design and Implementation" * page 73, left-hand column, line 17 - line 42 *	1-10	
			TECHNICAL FIELDS SEARCHED (Int.Cl.6)
			G06F
The present search report has been drawn up for all claims			
Place of search THE HAGUE		Date of completion of the search 19 February 1997	Examiner Corremans, G
CATEGORY OF CITED DOCUMENTS X: particularly relevant if taken alone Y: particularly relevant if combined with another document of the same category A: technological background O: non-written disclosure P: intermediate document T: theory or principle underlying the invention E: earlier patent document, but published on, or after the filing date D: document cited in the application L: document cited for other reasons &: member of the same patent family, corresponding document			

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